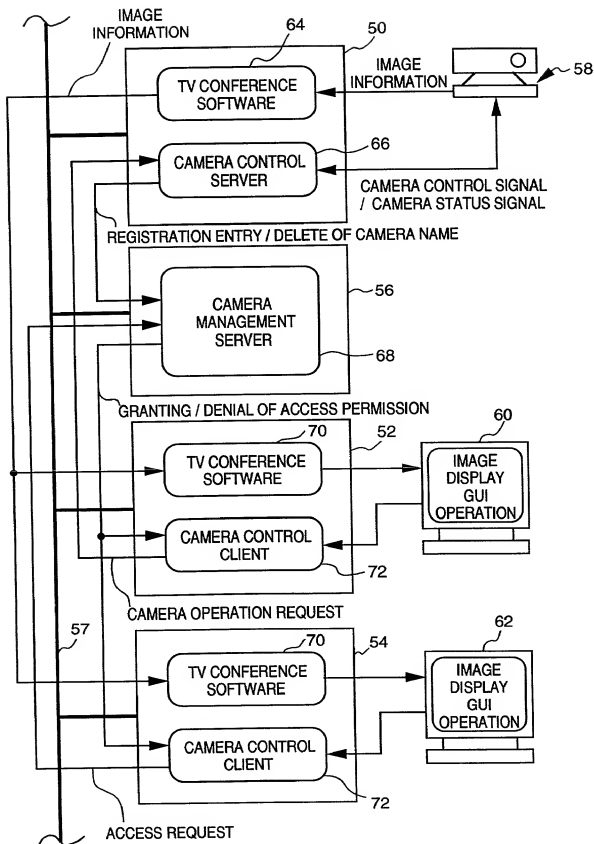


FIG. 1

FIG. 2



**FIG. 3**

```
typedef struct camera_in {  
    double tilt_angle ;  
    double pan_angle ;  
    int zoom ;  
} camera_in ;  
  
typedef struct func_out {  
    int ret ;  
} func_out ;  
  
CLIENT * camera_open (char * host) ;  
void camera_close (CLIENT * cl) ;  
  
func_out * camera_pan_pos_1 (camera_in *, CLIENT * cl) ;  
func_out * camera_tilt_pos_1 (camera_in *, CLIENT * cl) ;  
func_out * camera_zoom_pos_1 (camera_in *, CLIENT * cl) ;
```

**FIG. 4**

CAMERA NAME	USER NAME	POSITION	DIRECTION
host1	-----	( 10, 15, 20 )	( 20, 35 )
host2	host3	( 45, 32, 20 )	( 0, 12 )
host3	-----		
host4	host1		
⋮	⋮		

80

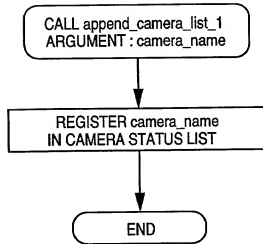
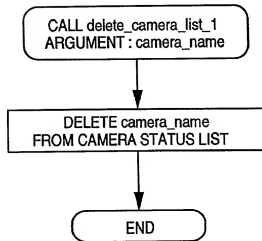
**FIG. 5**

```

typedef struct camera_name {
    char name [MAXNAME];
} camera_name;

void append_camera_list_1 (camera_name *, CLIENT * cl);
void delete_camera_list_1 (camera_name *, CLIENT * cl);

```

**FIG. 6****FIG. 7**

**FIG. 8**

```

typedef struct access_in {
    char target_name [MAXNAME];
    char user_name [MAXNAME];
} access_in;

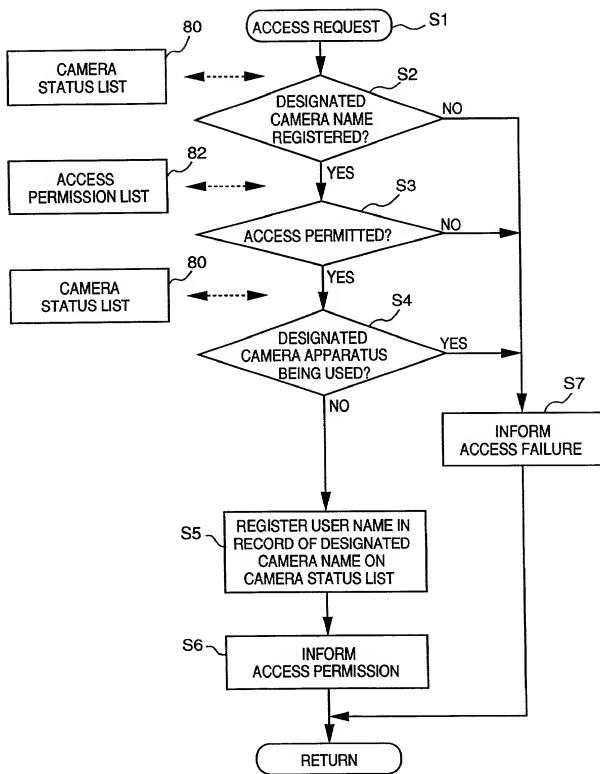
func_out * access_begin_1 (access_in *, CLIENT * cl);
func_out * access_end_1 (access_in *, CLIENT * cl);

```

**FIG. 9**82

CAMERA NAME	USER NAME	ACCESS RIGHT
host1	host1	OK
host2	host2	-----
host3	host3	NO
host4	host4	OK
...	...	...

***FIG. 10***

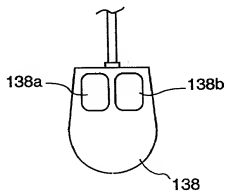
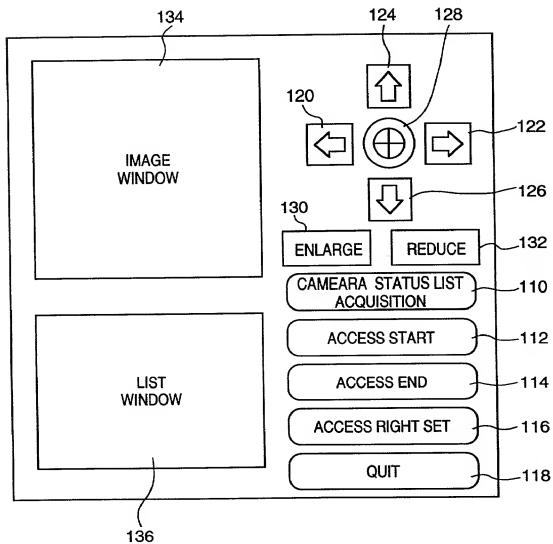


***FIG. 11***

```
typedef struct change_in {  
    char target_name [MAXNAME];  
    char user_name [MAXNAME];  
    int access_mode;  
} change_in;  
  
func_out * change_access_mode_1 (change_in *, CLIENT * cl);
```

00000000.00000000



**FIG. 12**

**FIG. 13**

MODE MANAGEMENT TABLE	
USER NAME	MODE
USER 1	1
USER 2	2
USER 3	1
⋮	⋮

**FIG. 14**

LIMITING RANGE MANAGEMENT TABLE			
MODE	OPERATION	UPPER LIMIT	LOWER LIMIT
3	PAN	5.0°	(-5.0)°
3	TILT	7.0°	(-7.0)°
3	ZOOM	60 mm	70 mm

FIG. 15

MODE MANAGEMENT TABLE

USER NAME	MODE
USER 1	1
USER 2	2
USER 3	1
⋮	⋮

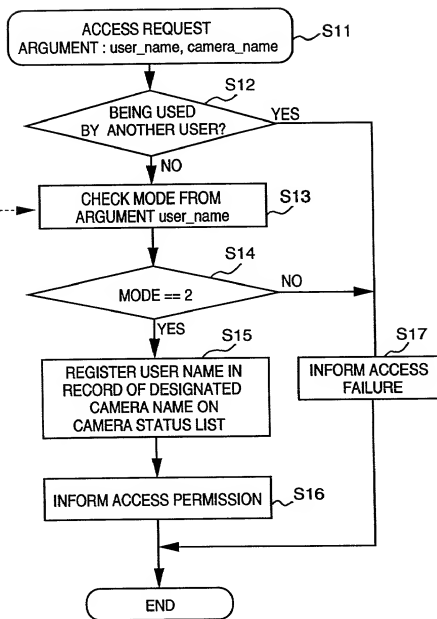
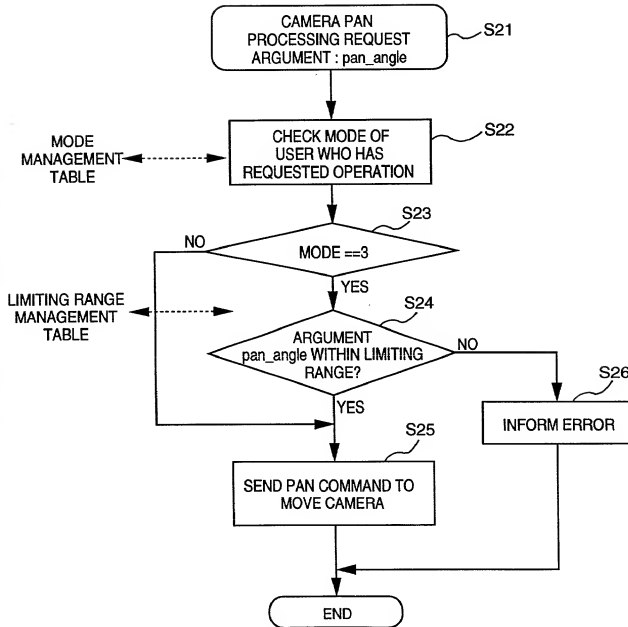


FIG. 16



```

typedef struct limitation {
    char camera_name [MAXNAME];
    char user_name [MAXNAME];
    int limit_mode;
    double tilte_plus_angle;
    double tilte_minus_angle;
    double pan_plus_angle;
    double pan_minus_angle;
    int min_zoom;
    int max_zoom;
} limitation;

```

```

void set_limit_mode_1 (limitation *, CLIENT * cl);

```

FIG. 17

FIG. 18

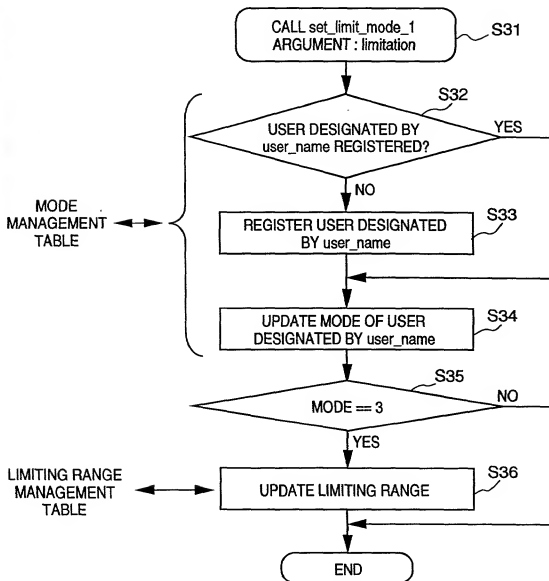


FIG. 19

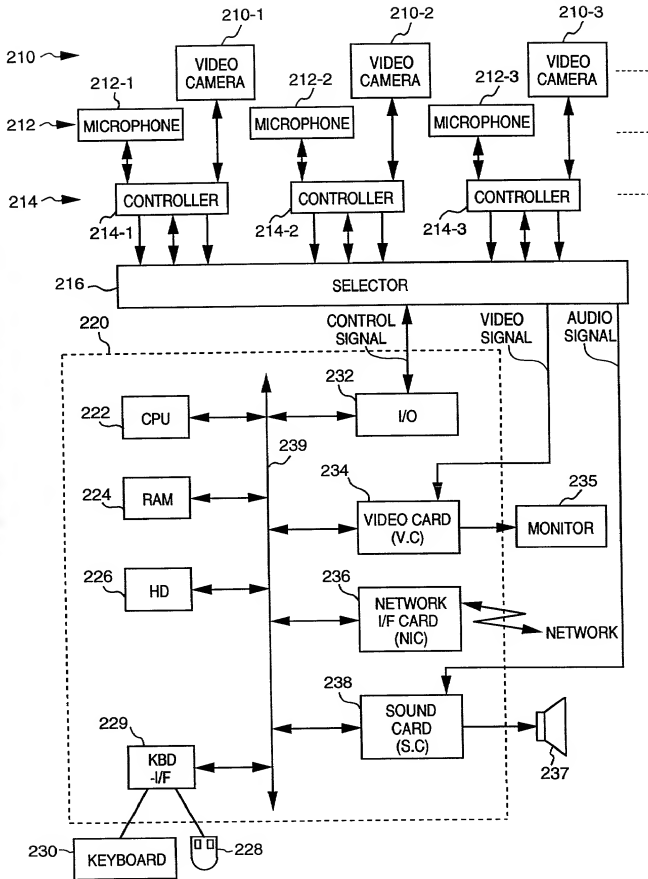


FIG. 20

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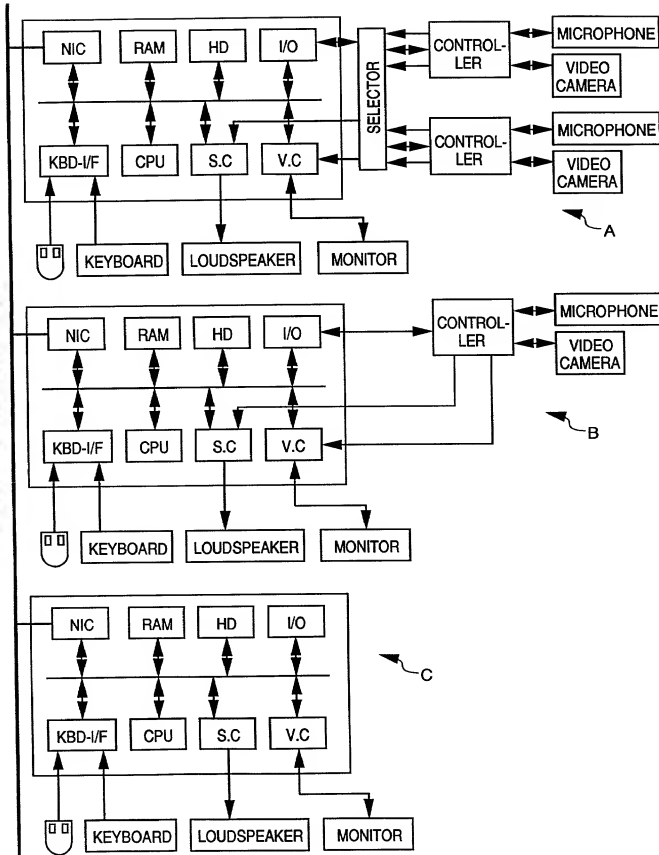


FIG. 21

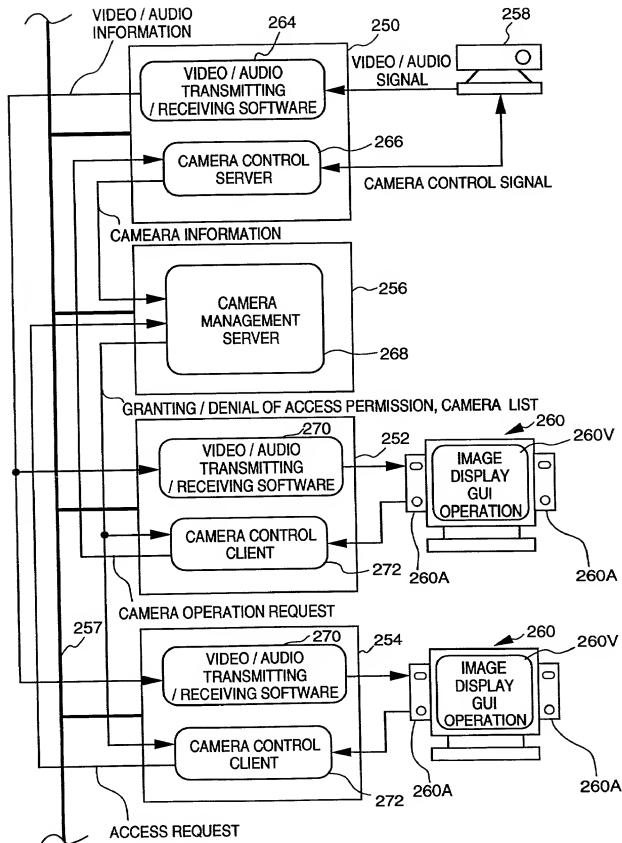
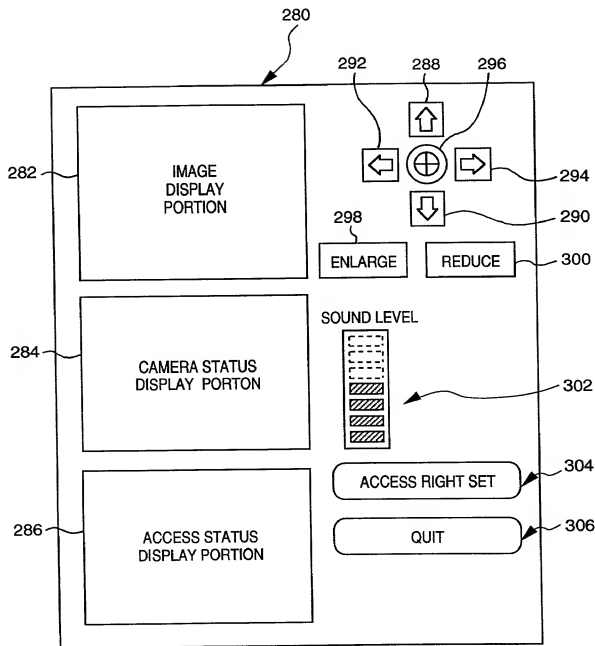




FIG. 22



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**FIG. 23**

CAMERA NAME	HOST NAME	PAN,TILT, AND ZOOM	OWNER	USE STATE	REMARKS
CAMERA 1	HOST 1	( 50, 10, 30)	USER 1	USER 3	-----
CAMERA 2	HOST 1	( 20, 25, 0)	USER 1	UNUSED	-----
CAMERA 3	HOST 2	( -10, -5, 0)	USER 2	UNUSED	-----
CAMERA 4	HOST 3	( 30, 0, 15)	USER 4	USER 1	-----
CAMERA 5	HOST 3	( -15, 15, 50)	USER 3	UNUSED	-----
.....	.....	.....	.....	.....	.....

***F I G. 24***

USER NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
USER 1	PERMITTED	PERMITTED	PERMITTED
USER 2	PERMITTED	PERMITTED	PARTIALLY PERMITTED
USER 3	PERMITTED	PERMITTED	PERMITTED
USER 4	PERMITTED	PERMITTED	INHIBITED
USER 5	INHIBITED	PERMITTED	INHIBITED
USER 6	PERMITTED	PERMITTED	INHIBITED
USER 7	INHIBITED	PERMITTED	INHIBITED
USER 8	PERMITTED	PERMITTED	PERMITTED
:	:	:	:
USER n	INHIBITED	INHIBITED	INHIBITED

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**FIG. 25A**

USER GROUP NAME	GROUP MEMBERS
GROUP 1	USER 1 USER 3 USER 8
GROUP 2	USER 2
GROUP 3	USER 4 USER 6
GROUP 4	USER 5 USER 7
⋮	⋮
GROUP m	USER n

**FIG. 25B**

USER GROUP NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
GROUP 1	PERMITTED	PERMITTED	PERMITTED
GROUP 2	PERMITTED	PERMITTED	PARTIALLY PERMITTED
GROUP 3	PERMITTED	PERMITTED	INHIBITED
GROUP 4	INHIBITED	PERMITTED	INHIBITED
⋮	⋮	⋮	⋮
GROUP m	INHIBITED	INHIBITED	INHIBITED

***FIG. 26A***

USER GROUP NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
GROUP 1	PERMITTED	PERMITTED	PERMITTED
GROUP 2	PERMITTED	PERMITTED	PERMITTED
OTHERS	PERMITTED	PERMITTED	INHIBITED

***FIG. 26B***

USER GROUP NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
GROUP 1	PERMITTED	PERMITTED	PERMITTED
GROUP 2	PERMITTED	PERMITTED	INHIBITED
OTHERS	INHIBITED	INHIBITED	INHIBITED

***FIG. 26C***

USER GROUP NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
GROUP 1	INHIBITED	PERMITTED	INHIBITED
GROUP 2	INHIBITED	INHIBITED	INHIBITED
OTHERS	INHIBITED	INHIBITED	INHIBITED

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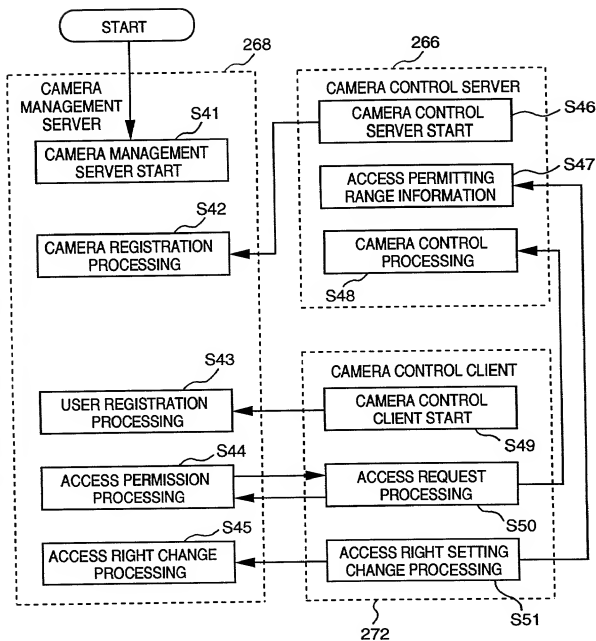


FIG. 28

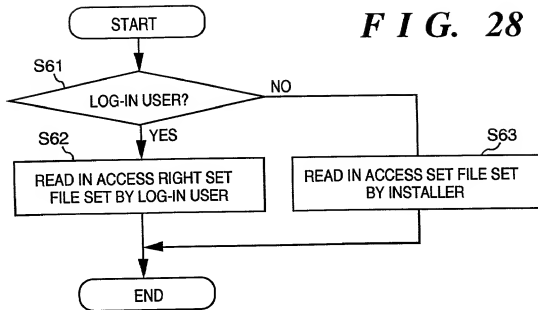


FIG. 29

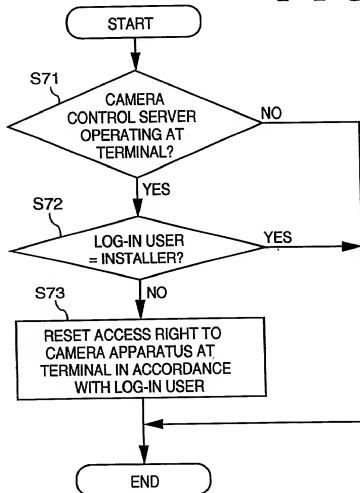
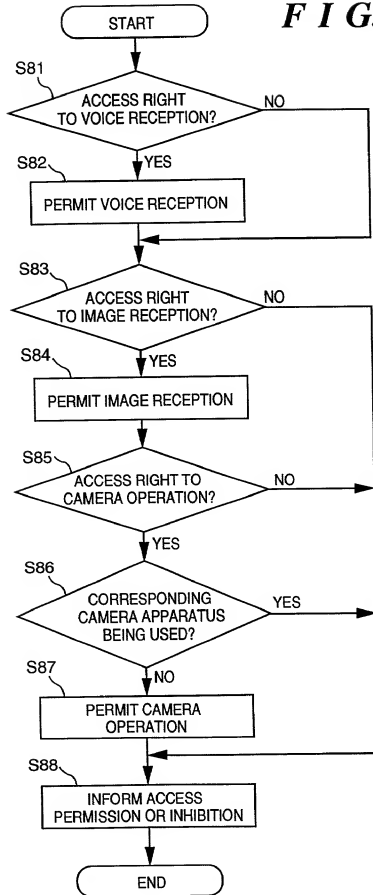


FIG. 30



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**FIG. 31**

The diagram illustrates a multi-layered table structure. The top layer is a single row with four cells, labeled CAMERA m, CAMERA 3, CAMERA 2, and CAMERA 1 from left to right. Below this, there are several more layers of tables, each with four columns. The columns are labeled: USER GROUP NAME, VOICE RECEPTION, IMAGE RECEPTION, and CAMERA OPERATION. The rows represent different users, from USER 1 to USER n. The permissions for each user are listed in the table below.

USER GROUP NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
USER 1	PERMITTED	PERMITTED	PERMITTED
USER 2	PERMITTED	PERMITTED	PARTIALLY PERMITTED
USER 3	PERMITTED	PERMITTED	PERMITTED
USER 4	PERMITTED	PERMITTED	INHIBITED
USER 5	INHIBITED	PERMITTED	INHIBITED
USER 6	PERMITTED	PERMITTED	INHIBITED
USER 7	INHIBITED	PERMITTED	INHIBITED
USER 8	PERMITTED	PERMITTED	PERMITTED
⋮	⋮	⋮	⋮
USER n	INHIBITED	INHIBITED	INHIBITED

***FIG. 32***

ACCESS CONTROL PANEL

CAMERA NAME

CAMERA 1	
CAMERA 2	
CAMERA 4	

☐ PUBLIC

☒ PRIVATE

ACCESS MODE

NORMAL
--------

SET ACCESS RIGHT

CANCEL

OK

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**FIG. 33**

CAMERA INFORMATION	
CAMERA NAME	CAMERA 1
HOST NAME	HOST 1
CAMERA OWNER	URISAKA
LOG-IN USER	URISAKA
INSTALLER	KAWAI
<div>DELETE CAMERA</div> <div>CLOSE</div>	

**FIG. 34**

ACCESS MODE

OPEN
NORMAL
CLOSE

FIG. 35

ACCESS RIGHT SET

CAMERA OWNER

ACCESS MODE

USER GROUP NAME	VOICE RECEPTION	IMAGE RECEPTION	CAMERA OPERATION
GROUP 1	PERMITTED	PERMITTED	PERMITTED
GROUP 2	PERMITTED	PERMITTED	INHIBITED
OTHERS	INHIBITED	PERMITTED	INHIBITED

ACCESS RIGHT DISPLAY CHANGE PORTION

CANCEL DEFAULT OK

***FIG. 37***

### ACCESS MODE

OPEN
NORMAL
CLOSE
SET NEW MODE
DELETE MODE

**FIG. 38**

SET NEW ACCESS MODE	
NEW MODE NAME	<input type="text"/>
<input type="button" value="CANCEL"/>	<input type="button" value="OK"/>

**FIG. 39**

DELETE ACCESS MODE
DELETE?
<input type="button" value="CANCEL"/> <input type="button" value="DELETE"/>

***F I G. 40***

SET USER GROUP			
GROUP 1	GROUP 2	OTHERS	
<div>USER 1</div> <div>USER 3</div> <div>USER 8</div>	<div>USER 2</div> <div>USER 4</div> <div>USER 5</div>	<div>USER 7</div> <div>USER 6</div> <div>USER 9</div>	<div>FORM GROUP</div> <div>DELETE GROUP</div> <div>OK</div> <div>CANCEL</div>

**FIG. 41**

DELETE USER GROUP	
DELETE?	
CANCEL	DELETE

**FIG. 42**

FORM USER GROUP	
NEW GROUP NAME	<input type="text"/>
CANCEL	OK

**FIG. 43**


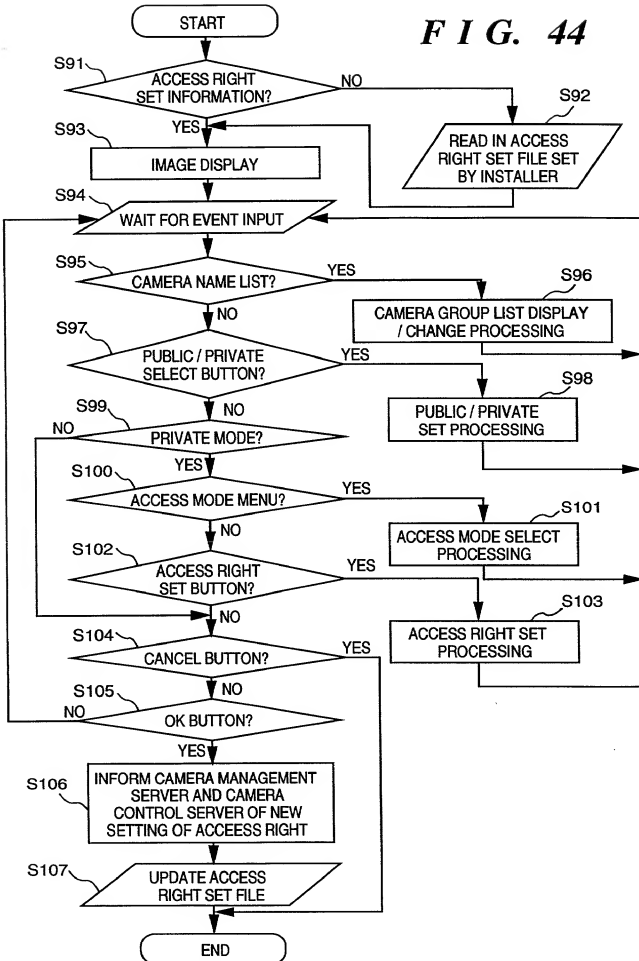
SET CAMERA OPERATION RANGE	
	<input checked="" type="checkbox"/> PAN <input type="text"/>
	<input checked="" type="checkbox"/> TILT <input type="text"/>
	<input type="checkbox"/> ZOOM <input type="text"/>
<div>CANCEL</div> <div>OK</div>	

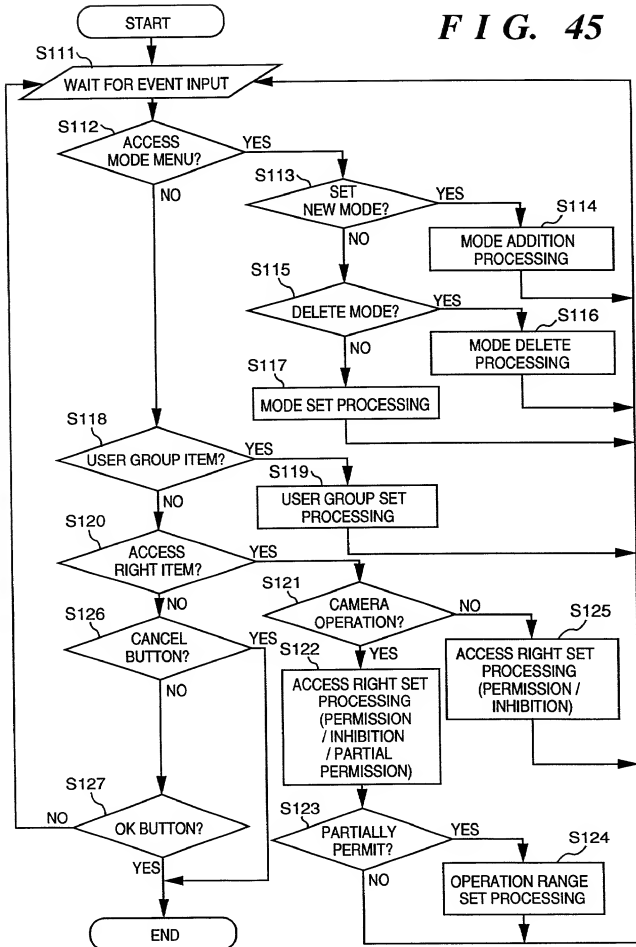


FIG. 44



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FIG. 45



090423 062701  
T02900 0024860